

1 BM19C8007  
Aditi Akash

Date 15/9/20

Expt. No. 1

Page No. 1

```
#include <stdio.h>
void main() {
    int num1, num2, opt;
    char answer;
    do {
        printf("1- Addition.\n2- Subtraction.\n3- Multiplication\n4- Division\n5- Greater\n6- Smaller\n7- Equality\n8- Greater or equal\n9- Square\n10- Cube\n");
        printf("\nInput your option: \n");
        scanf("%d", &opt);
        printf("Enter the first integer: ");
        scanf("%d", &num1);
        printf("Enter the second integer: ");
        scanf("%d", &num2);

        switch (opt) {
            case 1:
                printf("The Addition of %d and %d is %d", num1, num2, num1 + num2);
                break;
            case 2:
                printf("The subtraction of %d and %d is %d", num1, num2, num1 - num2);
                break;
            case 3:
                printf("The multiplication of %d and %d is %d", num1, num2, num1 * num2);
                break;
```

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Expt. No. 1

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Case 4:

```
if (num2 == 0) {
```

```
    printf("The second integer is zero, Divide by  
    zero:\n");
```

```
}
```

```
else {
```

```
    printf("The division of %d and %d is %d\n",  
    num1, num2, num1/num2);
```

```
}
```

```
break;
```

Case 5:

```
if (num1 > num2)
```

```
{
```

```
    printf("The greater number is %d", num1);
```

```
}
```

```
else
```

```
{ printf("The greater number is %d", num2);
```

```
}
```

```
break;
```

Case 6:

```
if (num1 < num2)
```

```
{
```

```
    printf("The smaller number is %d", num1);
```

```
}
```

```
else
```

```
{ printf("The smaller number is %d", num2);
```

```
}
```

```
break;
```

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Case 7:

```
if (num1 == num2)
{ printf("The numbers are Equal"); }
else { printf("The numbers are not Equal"); }
break;
```

Case 8:

```
if (num1 >= num2)
{ printf("The number %d is greater than equal to %d",
num1, num2); }
else { printf("The number %d is greater than
Equal to %d", num2, num1); }
break;
```

Case 9:

```
printf("The square of %d is %d\n", num1, num1*num1);
printf("The square of %d is %d\n", num2, num2*num2);
break;
```

Case 10:

```
printf("The cube of %d is %d", num1, num1*num1*num1);
printf("The cube of %d is %d", num2, num2*num2*num2);
break;
```

default:

```
printf("Option not available\n");
break;
```

}

```
printf("Press Y to continue .n");
```

```
scanf("%c", &answer);
```

}

```
while (answer == 'Y' || answer == 'y');
```

}



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Expt. No. 2

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```
#include <stdio.h>

float sumaver(int a, int b)
{ printf("The sum of Two largest numbers is %d\n",
  a+b);
  return (float)(a+b)/2;
}

int printeven(int k, int n)
{
  printf("Even numbers in between %d and %d\n",
    k, n);
  for(int i=k, i<=n, i++)
  {
    if(i%2 == 0)
    { printf("%d\n", i);
    }
  }
}

int main()
{ int n=0, i=0, largest1=0, largest2=0, temp=0;
  int array[n];
  float avg;
  printf("Enter the elements\n");
  for(i=0; i<3; i++)
  { scanf("%d", &array[i]);
  }
  printf("\n");
```

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```

largest1 = array[0];
largest2 = array[1];

if (largest1 < largest2)
{
    temp = largest1;
    largest1 = largest2;
    largest2 = temp;
}

for (int i = 2; i < 3; i++)
{
    if (array[i] > largest1)
    {
        largest1 = array[i];
        largest2 = largest1;
        largest1 = array[i];
    }
    elseif (array[i] > largest2 && array[i] != largest1)
    {
        largest2 = array[i];
    }
}

printf("FIRST LARGEST = %.d\n", largest1);
printf("SECOND LARGEST = %.d\n", largest2);
avg = sumover(largest1, largest2);
printf("The average of two numbers is %.f\n",
        avg);
printf("largest2, largest1");
return 0;
}

```

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Expt. No. 4

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```
#include <stdio.h>
int main( )
{
    int cie, see, num;
    printf("Enter your CIE marks");
    scanf("%d", &cie);
    printf("Enter your SEE marks");
    scanf("%d", &see);
    num = ((cie * 2) + see) / 3;
    if (num >= 9)
    {
        printf("You got S grade");
    }
    else if (num >= 8)
    {
        printf("You got A grade");
    }
    else if (num >= 7)
    {
        printf("You got B grade");
    }
    else if (num >= 6)
    {
        printf("You got C grade");
    }
    else if (num >= 5)
    {
        printf("You got D grade");
    }
    else if (num <= 4)
    {
        printf("You failed the test");
    }
}
```

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Expt. No. 5

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```
#include <stdio.h>
int main()
{
    int num1, num2, flag;
    printf("Enter first number: ");
    scanf("%d", &num1);
    printf("Enter second number: ");
    scanf("%d", &num2);

    printf("Prime numbers between %d and %d are\n",
           num1, num2);
    for(int i = num1 + 1; i < num2; i++)
    {
        flag = 0;
        for(int j = 2; j <= i/2; j++)
        {
            if(i % j == 0)
            {
                flag = 1;
                break;
            }
        }
        if(flag == 0)
            printf("%d\n", i);
    }
    return 0;
}
```

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```
#include <stdio.h>
#include <math.h>
void main()
{
    float area, Vol, h, r;
    int choice, y=0, a;
    while (y < 60)
    {
        printf("For Area of and Volume of 1. Cylinder\n 2. Cone\n 3. Sphere\n");
        printf("Enter your option");
        scanf("%d", &choice);
        switch(choice)
        {
            case 1:
                printf("Enter Area Radius & height:");
                scanf("%f", &r);
                scanf("%f", &h);
                area = 2 * 3.14 * r * (r + h);
                Vol = 3.14 * r * r * h;
                break;

            case 2:
                printf("Enter Radius & height:");
                scanf("%f", &r);
                scanf("%f", &h);
                area = 3.14 * r * (r + sqrt(r * r + h * h));
                Vol = (3.14 * r * r * h) / 3;
                break;
```



Case 3:

```
printf("Enter radius & height");
```

```
scanf("%f", &r);
```

```
scanf("%f", &h);
```

```
Vol = (4/3 * 3.14 * r * r * r) / 3;
```

```
area = 4 * 3.14 * r * r;
```

```
break;
```

default:

```
printf("option not available\n");
```

```
break;
```

}

```
printf("The area is %f\n", area);
```

```
printf("The Volume is %f\n", Vol);
```

```
printf("\n Enter 0 to Exit and 1 to continue");
```

```
scanf("%d", &a);
```

```
if (a == 0)
```

```
{ y = 1;
```

```
}
```

```
else if (a == 1)
```

```
{
```

```
y = 0;
```

```
}
```

```
}
```

```
}
```